

APF electronics, Inc.
backgammon
operating instructions

Cartridge # MG 1008

GETTING STARTED

Insert the cartridge into the main unit and press the reset button.

VARIATIONS

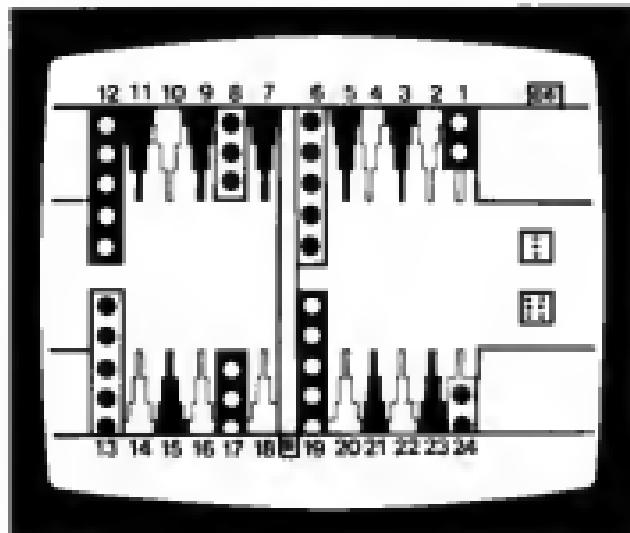
There are 2 game variations. They are as follows:

1. Two Players – Each player tries to outwit his opponent.
 2. Player Against Computer – Who's the better player, Man or Computer?

To select which game you want to play, simply key in that number on your keyboard.

THE BOARD

1. Select which game you want to play.
 2. The board will appear on the screen.

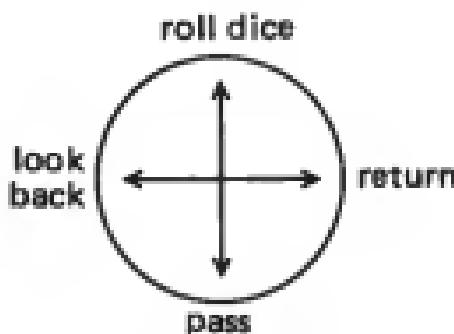


- a) A message in the lower left hand corner of the screen shows which players' turn it is.
- b) The dice are on the right side of the screen.
- c) The message on the top right corner directs the player to roll his dice.
- d) Messages will appear on the screen to inform you of any illegal or impossible move.

USE OF YOUR CONTROLLERS

1. To roll the dice and get the game started you push the joystick in the north direction. The numbers on the dice will change, and the color will also change showing whose turn it is.
2. To move your pieces, enter the number of the piece you want to move. Then enter the number of places corresponding to the number on the dice.
3. Before making your move you can look back at the last move your opponent made. This is accomplished by moving your joystick to the left. To get back to your move you push the joystick to the right.

4. To Pass — When no move is possible and you wish to pass, push the joystick in the Down position.



Note: When playing against the computer, it is necessary for you to roll the dice for it. This is accomplished by pushing the joystick in the North direction (Up).

RULES OF THE GAME

1. If there are more than 5 pieces on any given location, the computer will store these in memory. This is because it can only display 5 pieces at each location.